

# Pawan Wagh

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## WORK EXPERIENCE

### Software Developer - University Technology Office, Tempe, USA

June 2021 - Present

- Working as a part-time developer on web and mobile applications used by **50,000+ students** on a daily basis.
- Developed role matrix to limit actions according to user role on ASU's in house chatbot web service.
- Implemented deep linking functionality in front end and REST api for mobile applications.
- **Technologies used** : JavaScript, React, Node.js, AWS Lambda, DynamoDB, GraphQL.

### Software Engineer 2 - Quick Heal Technologies, Pune, India

July 2019 - Oct 2020

- Developed backend server and tools, created technical designs for features and performed code reviews.
- Optimized Service pack delivery algorithm which reduced storage used on AWS and decreased cost per release by **20%**.
- Implemented features throughout the product management console, server and client modules.
- Developed tools to update database schemas and binaries of on-premise servers which saved **15+ sprint hours**.
- Engineered a plugin and REST api to monitor mail contents for confidential data in outlook 365.
- Debugged crashes in products by analyzing crash dumps and handled customer escalations.
- **Technologies used** : C++, MySQL, WINAPI, Go, Node.js

### Programmer - Ubisoft Entertainment, Pune, India

July 2017 - July 2019

- Contributed to tools, engine and gameplay for PlayStation 4 and Xbox One on **Far Cry 3 CE with 2M+ downloads**.
- Implemented platform specific features (User Profiles, Achievements, Input) using PlayStation 4 and Xbox one APIs.
- Optimized product by fixing retail configuration which resulted in performance gain of **30%**.
- Led development for the camera system, implemented features in engine and automated builds by using Jenkins.
- Automated data cleanup which cleared more than **60%** sqlite data and reduced daily data sync up time by **25 mins for 100+ team members**.
- **Technologies used** : C++, Python, Jenkins.

## EDUCATION

### Arizona State University, Tempe, USA

Jan 2021 - Present

Master of Science in Computer Science

GPA - 3.78/4

- **Coursework** - Database Management System Implementation, Software Security, Foundations of Algorithms

### Pune Institute of Computer Technology, Pune, India

July 2013 - June 2017

Bachelor of Engineering in Computer Science

GPA - 8.55/10

- **Coursework** - Data Structures, Operating Systems, High Performance Computing, Principles of Modern Compiler Design, Computer Networks, Cloud Computing, Object Oriented Programming, Design and Analysis of Algorithms

## SKILLS

<b>Programming Languages</b>	C++, C++11, C++14, Java, Python, JavaScript
<b>Databases</b>	MySQL, MongoDB, DynamoDB
<b>Frameworks\Libraries</b>	STL, Android SDK, React, Node.js
<b>Platforms\Tools</b>	Linux, Windows, Visual Studio, VMware vSphere, Terraform, Docker, Git, Perforce
<b>Others</b>	AWS (EC2, Lambda, API Gateway), Debugging, JIRA, Design Patterns, REST APIs, Object Oriented Design, Multithreading, Problem Solving, Leadership

## PROJECTS

**User Preference Sensitive Database System (Java, Minibase)** - Implemented skyline operator, Clustered B+ tree indexes for open source database(Minibase), managed memory used by operator and pruned **80%** records by developing algorithm.

**File Activity Monitor (C, WDM, Minifilter)** - Wrote a Minifilter driver to monitor file activities(read, write, delete) using the windows driver model, created a user space application to communicate directory paths to kernel space minifilter driver.

**Quality Of Experience\Quality Of Service Mapping In Software-Defined Networks (Java, MongoDB)** - Designed end to end flow for the project, developed an application with REST endpoints to adjust path weights to avoid congestion in the network.

## ACHIEVEMENTS AND LEADERSHIP ACTIVITIES

- Led **team of size 8** for CSE 543 Information Assurance and Security in Spring 2021.
- Spot Award at Quick Heal for optimising service pack delivery mechanism.
- Received Big Bounty Hunter award at Ubisoft Pune for fixing maximum number of issues.